# Amendments to the Specification

**Please revise the paragraph at page 7, line 16 – page 8, line 2, as follows:**

The exemplary block diagram in Figure 1 shows that the presence server 30 generates a message containing keepalive period after having received a keepalive message from the client station 10. However, receiving a keepalive message from the client station 10 does not have to be a triggering event for the presence server 30 to select a keepalive period for the client station. The presence server 30 may, upon its startup, determine a measure of network and then select a keepalive period based on the network load. The presence server 30 may then report the selected keepalive period to one or more client stations. The one [[ore]] or more client stations may respond by sending keepalive messages to the presence server 30 at the time specified by the keepalive period.

**Please revise the paragraph at page 18, lines 6-19, as follows:**

Figure 5 is a flow chart showing an alternative method for updating network presence records at a rate dependent on network load by a presence server. The flow chart begins, which may correspond to presence server startup, at block 72, which immediately proceeds to block 70. In block 70 of Figure 5, the presence server periodically checks the network load and determines whether the network load has substantially changed. If the change in network load is not greater than a threshold value (the threshold value may be a percentage change or a numerical value), which means that there is no substantial change in network load, then the presence server does nothing. The presence server simply waits, as indicated in block 73, for a period of time before checking network load again. If the change in network load is ~~great~~ greater than a threshold value, the presence server would specify a new keepalive period for client stations connected to the network. The presence server first selects a keepalive period based on the current network load, as indicated in block 74, then it reports the keepalive period to some or all client stations that are connected to the network. The presence server then waits, as indicated in block 76, for a period of time before checking network load again.

- 2 -